

SECRET/NOFORN - HANDLE VIA SKEET CHANNELS ONLY

Viewer 099 Session Report  
Date: 22 Sep 88  
Time: 1300 - 1410

Summary: Perceptions throughout the session of an upright (at times inclined or prone) object which is metallic, tall, cylindrically curved, somewhat hollow but dense, heavy, and smooth (AOIs - missile, tank round). There is an integral 'base' portion, part of which seems to extend outward from the object (AOIs - rocket motor, base of a column).

At some time shortly after this object becomes 'erect', people (who seem to be engineer/scientist/technician types) are discussing something having to do with an area near the top portion of the object. ~~There is a problem which invokes the concept of 'dead metal'; i.e., the object is rendered useless because of a design or engineering flaw (like an inconspicuous 'bump' on a tank round or engine piston) associated with the outside (top) surface. This flaw seems to have been detected during a test in which very bright light reflects off the surface of the object.~~

The irregularity cannot be corrected, which causes a great amount of angst--almost grief--amongst those associated with its creation.

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CLASSIFIED BY: DIA-DT  
DECLASSIFY : OADR

Av - something like an  
industrial complex

PI - none

099

22 SEPT 88

1300

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A - vert ch  
arm  
regi up slgt  
am ch  
hard

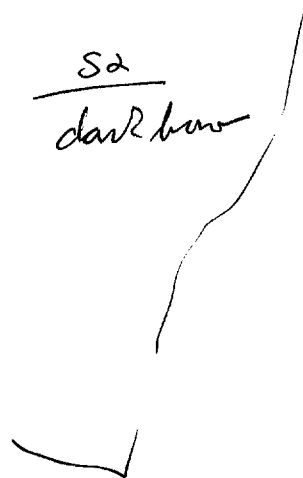
B - structure

S<sub>2</sub>  
dark brown

40L - oily texture

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A - vert up  
any arms  
vert up  
hard

B - m/h

S<sub>2</sub>  
metallic  
smooth  
high  
big  
curved  
around

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S<sub>2</sub>  
 lumpy  
 . ruy  
 flat  
 open  
 with  
 brown

A - acorn  
 . ruy  
 hard

S - land

acc - rocky

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A - down  
 gasi down  
 slow

out  
 TM - hard

AE - stray

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n - using  
vertical  
hand

B - steel

S<sub>2</sub>

high  
hard  
bloody

smoke

curved

curved

metallic

solid

big

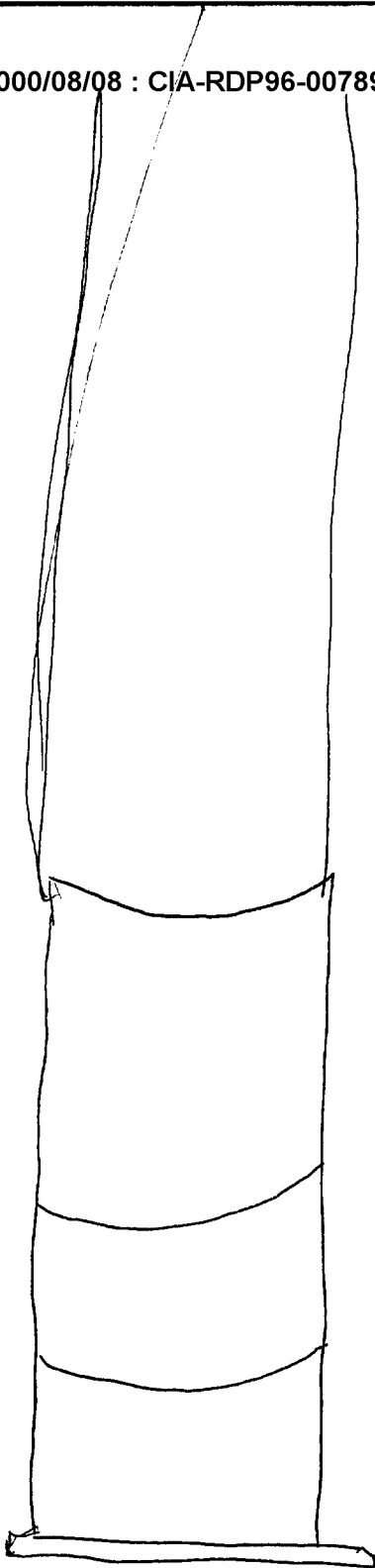
dense

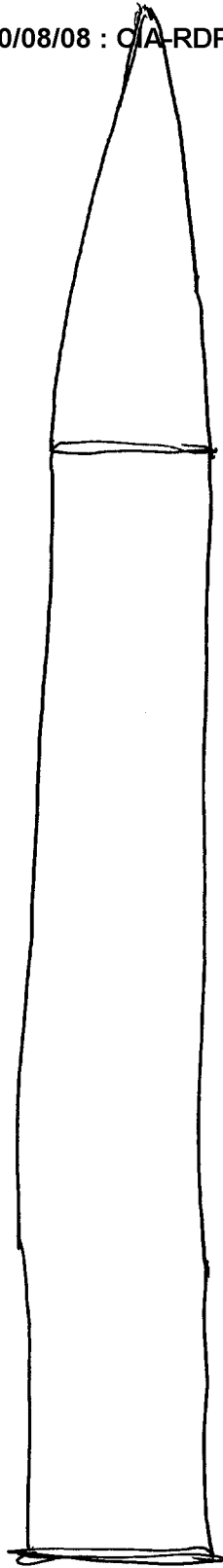
AI - substantial

40L - pillar









AOL - Team  
rocket

S<sub>2</sub> D A I O T + no c or

fixed

fine  
immobility

solid  
1

hard

wide

base

different

4 1/2 - like the "base" is constructed differently - or made of different material than the rest - high portion.

40L - solid with motor - hollow  
tors

A2 - very substantial - I can't bend this



S<sub>2</sub> D A I C I T E n c A/S

[OBJECT L]

S4½ - almost like the "L" is laying down when  
~~the~~ "new", none.

[NEW (TIME)]

~~ADD~~

[NEWLY COMPLETED]

long  
 arm

people

tender

AOL - people perform digital work on main



S<sub>2</sub> D A2 CI T I am A/S

[object L]

[NEW]

people

Talking

inside echoes

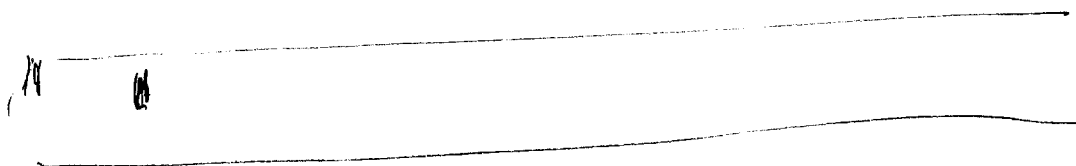
lighted

lighter

night

thy  
object

bright  
white



ask  
pipe

S<sub>2</sub>

A/S

talking  
discussion

tilted  
inclined

very heavy

"dead metal"

very heavy

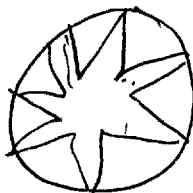
no-  
talking

4 1/2 - I can't describe whether people are in or out.

12

right

hollow but dense



remains  
of end of  
a DE weapon

1330

[L present]

fixed

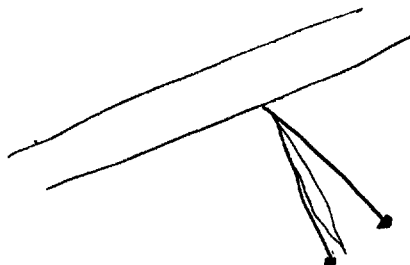
held up  
supported

4 1/2 people look up to the

right

101 - showed like a big bullet

by itself  
stand out



was

S4/i - object was rain into position, not necessary built for  
low up

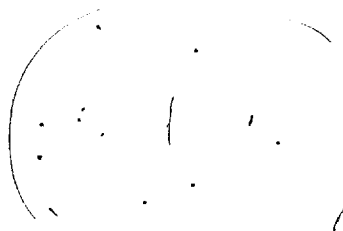
high

overlook

shiny  
glass

solid

small



Summary: Object L is a thing which is tall, metallic, dense, altho  
part may be hollow, heavy upright and relatively fixed in position.

[Problem]:

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o - down with inch  
angl, down  
here

o - then

faulty  
fault

no -  
design fault / flaw

light

white  
bump

reflector

shy

4 1/2 - then they must meet rigid specs, part was off, bump

4 1/2 - like smelly is wrong with the final product

irregular  
surface  
"humb"

light

light obscure emanate	lyric <del>abstract</del> abstract	light subtle emanate	lyric topical emanate
top →	top	reflects brighter intense	test volunteer
top part	whole but high up reflects glinty		

A01 - like solar tower  
at Sandh

A1 - entire light at the  
heart my eyes

4 1/2 - like a loan is used to check for  
design specs / irregularities  
must be flawless



4''<sub>2</sub> - a part, plan near the top; like a melt. test. Teching,  
(1st intrascopy) show an interference pattern in the  
metal rendering the object defective

Surface.

S<sub>2</sub>

S<sub>1</sub>

0

12

12

1

1

12

12

4 1/2 - AE - disjunct, make me watch the way  
if I was a designer/sci./engineer.

4''<sub>1</sub> - flaw cannot be correct. 1  
in finished product

"like" - a bump on a tank head; not apparent  
until test in the gun - like a hot spot in an  
engine cylinder.

1410

dense

SG1A

Approved For Release 2000/08/08 : CIA-RDP96-00789R000400690001-2

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